

GUDERIAN'S BEST

RULE CHANGE LOG

Changes to previous versions:

Changes to Version 1

- 1) Corrected spotting rules to enable automatic identification of units. Units are now hidden with an unmodified roll of 12.
- 2) Clarified campaign scenario generation rules & tables.
- 3) Various typos & omissions in the Tables corrected.
- 4) Slightly larger Battle Board now on two pages.
- 5) Included Hull Down markers.
- 6) Darkened Russian unit counters slightly.
- 7) Corrected Medals table & clarified medal roll modifiers.

Changes to Version 2

- 1) Increased chances of automatic spot and hidden results when attempting to spot enemy units.
- 2) Removed confusing reference to 1944 in the Breakdown box of the PzVIB.
- 3) Removed size "S" on the Stuart counter. Although it was a light tank, it was quite high and presented a reasonably good target.
- 4) Clarified the Close Assault rules.
- 5) Removed the -1 DRM for 1941 scenarios on the Resistance table.

Changes to Version 2b

- 1) Included the SU-122 and SU-152 in their correct position in the victory points section of the After Action Report. Moved the SU-85 up from 6 VPs to 7 VPs.
- 2) The biggest change was with the Russian counters. With more than 50 units, players were having to cut out hundreds of counters. That was taking its toll on people's patience and fingers. The unit specific counters have now been replaced by more generic counters. Data cards are now available for all enemy units, containing useful game data. As all tanks, SPGs and ATGs encountered on the Battle Board are of the same type, there's no need to have unit specific counters in play, only some means of recording what the enemy units are; hence the data cards. This also means that all of the GB counters will now fit into a single counter storage tray. Graphics were obtained from www.juniorgeneral.com.

- 3) Tanks and SPGs without a machine gun, and that are armed with a small cannon, have slightly less effect against infantry targets at close range than other SPGs and tanks. This is noted on the Soviet unit data cards & Enemy Fire Combat table.
- 4) Corrected the armament of the SU-152. It now has a 152 rather than a 152 s (short) gun.
- 5) Changed the size of the SU-37 from "Small" to "Normal". Shortly after the invasion, the Soviets made use of a wide variety of ad-hoc gun and chassis combinations, including mounting guns on armoured tractors. There were dozens of this type of makeshift SPGs. The SU-37, armed with a 37mm AA gun, is representative of those vehicles.
- 6) Made the SU-100 more rare in January – May 1945.
- 7) Clarified Hit Location table.
- 8) Simplified and amended Panzer Main Gun vs Infantry table.
- 9) Amended Panzer Machine Gun vs Infantry table.
- 10) Corrected dice roll modifier on Resistance Table. Modifiers for terrain now only apply to the "Combat Occurs" roll.
- 11) Corrected notes on Panzer Main Gun to Hit Vehicle table. Simplified Smoke modifier.
- 12) Simplified Smoke modifier on Enemy Fire Combat table.
- 13) Included HVAP ammunition track on Panzer cards.
- 14) Included Slow Traverse Turret information on Panther, Tiger & King Tiger cards.
- 15) Amended rule 4.54.6 d). Now, when you reach an Exit Area you roll again on the Movement Board Table for the new movement board.
- 16) Minor changes to Medal table and Spotting table.
- 17) Amended the Exit Area table.
- 18) Added die roll modifiers to the Range (Battle Board Placement) table, increasing the range at which enemy are likely in farmland and decreasing the range in urban areas.

Many thanks as always to the hard working Board Game Geek admin team.

Nigel Hodge

November 2012.